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Title: Impure Bloodlines

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For so long did humanity  
stand strong and resolute  
against the forces of  
corruption. Though all was  
not perfect, mankind, both  
in form and essence were  
pure.  
Yet so much has changed

since those proud days  
and a great descent has  
occured within humanity  
that threatens the safety  
and, indeed, the very  
souls of us all.  
The once pure bloodlines  
of humans have become

soiled with the stench of  
vile ichors present within  
so many of the other  
races that plague our  
lands.  
Humanity is under an  
attack, not simply from  
without, but from within.

We have allowed races  
like the elves, gargoyles  
and lycanthropes to enter  
our ranks, even as we  
suffer orcs, drow, ettin  
and so many other  
debased races to assail  
our borders. While

humanity would be greatly  
served to drive back the  
invaders, in truth we  
cannot hope to succeed  
while our defenses and  
our nations are so  
throughly rotted out by

the presence of impure

bloodlines. Humanity, the time has come to take a stand against that which destroys us, from within and then without.

But woe, in this debased time, those claiming to be "tolerant" have allowed

these impurities to go unchecked. However, they can hardly be blamed for their ignorance. Hence, in respect of the Hand of Humans, that first brought its manifesto of purity and championed the

protection of mankind's very souls from the taint of other races, the Voice of Humanis present this primer on the those invasive and destructive races that assail our homelands.

-----Orcs-----

Before we look at some of the more insidious foes of the realm, let us look at an obvious one. These beasts, often seen walking in a hunched gait, large tusks protruding

from their oversized jaws (often with an impressive amount of slobber drooling from it) and beady red eyes, speak volumes to their barbarity and low nature. Given to lust of battle, gold and

sex, they make even the most unrighteous human mercenary seem like a paragon of the Virtues. Their hideous appearance

is surpassed only by a  
smell so unearthly that  
one must wonder if their

shamans conjured it up  
from a daemonic plane. No  
quarter can be given to  
Orcs in any land. Their  
desire for blood will  
ensure that they will  
never stay quiet when  
there is war to be had.

Battle is all they know,  
and destruction is all  
they offer.

-----Ettins-----  
One must honestly ask  
themselves what went  
wrong in some mages' lab

to create these debased  
creatures. Grotesque,  
mutant brigands who,  
despite having two heads,  
are as dumb as orcs, if  
not more so. Yet despite  
their idiocy, they still  
succeed in being pests

to travelers on every  
road in Britannia. Much  
like ogres these beasts  
seem like corrupt visages  
of our natural human  
forms. One need look no  
further than the Ettin to  
see the risks inherent

with breeding and  
interacting with foreign  
bloodlines and tolerance of  
mutation. Yet despite  
their clearly fallen nature,  
there are those that  
breed the things! For  
them to exist in the wild

as the vile beasts they  
are is one thing, but to  
welcome them into  
civilization? A travesty.

-----Elves and Drow-----  
Ah yes, they Eldren.  
Some may tell you that

they are entirely  
different creatures, but  
do not be fooled.  
Certainly there is a  
difference in skin tone.  
but that does not make  
them different. For  
although the elves are

lauded as virtuous and  
the drow as vile, they  
are raised and trained to  
be the same things:  
consummate liars and  
manipulators. For  
generations the elves have  
pushed their way into our

chains of command and  
positions of influence,  
forcing out well-qualified  
human applicants who lack  
the same level of low  
guile. They often come  
speaking of the great  
offerings of their people;

knowledge, wisdom, trade.  
Yet all they truly desire  
is to pierce deep into  
our societies and leech  
off of our good nature  
and compassion.  
The most despicable  
element of the Eldren,

however, is how they  
contrive to seem so much  
like us. Their very  
appearances designed and  
manicured to draw men  
and women into a false  
sense of familiarity and  
even, sometimes, sexual

interest. Everything about  
them carefully crafted to  
allow them to gain access  
to your home, your  
husbands, wives, children,  
your very way of life.  
Some might suggest that  
they truly have come

simply to enlighten us.  
That, the great and noble  
creature that they are,

have descended from on  
high to aide humanity. If  
this is the case, then  
why did so many suddenly  
appear when Heartwood

and Sanctuary were  
discovered? One of two  
answers stand: 1) They  
did not come because  
they are noble but  
because they are fleeing  
their own ineptitude of  
their homelands. Humanity,

being strong and capable  
as it is, had so much to  
offer. Yet we, being  
naive to their  
depredations as a whole,  
were unready to throw  
back their cruel cunning.  
They did not come to

serve but be served,  
entirely at our expense.  
2) They are so arrogant  
as to believe humanity  
needs THIS many elves  
amongst in order to  
benefit from their  
knowledge. That we need

an elf per human to hold  
our hands and coddle us  
like children.  
There is a third option.  
A combination of the two.  
And this option is the  
most despicable. The  
elves, so wrapped in their

own lies and deceits,  
arrogantly believe that  
they are our superiors  
and that we NEED them  
to survive. And how do  
they think we need them?  
By driving their way into  
our civilizations and homes

so that we may serve  
them in their excess and  
luxury. Suffer not the  
lies of the elves and  
drow. Drive them back to  
their holes and treetops.  
Then burn them.

-----Lycanthropes-----

While no means a new mutant to the realm of man, this is the first time humanity has had to face them on such a massive and frightening scale. For you see, while

all other races require a mature adult to mate with to produce their mixed breed offspring, the Lycanthropes require only your flesh. It is not a matter of seducing your heart, but conquering your

flesh. And they've learned to do it well. If the other races mentioned here are vicious predators and nasty parasites, then Lycanthropy is a full blown disease. Metaphorically and

literally. Lycanthropy is capable of taking a pure and righteous human host and debasing it into a ravening beastman! We cry for Yew after the perfidious Meer cursed the land and condemn the

Umbrans old and new for creating plagues and disease, yet allow the taint of Lycanthropy to spread? A disease that consumes the souls of humans are perverts them into beasts of war. An

infection is an infection and cancer is cancer. They both must be cured and cut out.

-----Undead-----

While previous impure strains should be reviled and despised for their taint, the Undead don't even deserve that. Only

pity. Unlike so many of  
the other threats,

Undeath is one that  
applies only to the person  
making the choice. No  
radical disease or insidious  
external influence, only  
personal weakness. Fear  
of death and feelings of  
a impotence (often

the result of intimidation  
by the other races  
presented here) drive  
those who seek Undeath  
to this unfortunate fall.  
Those so deranged as to  
seek Undeath as the cure  
could only be helped with

one method. Euthanasia.  
There is a reason we  
raise up courage. It  
is better to die  
courageous then live as a  
coward. Better die a  
human, rather than live  
on as a monster.